REMARKS

The Examiner has rejected claim 18 under 35 USC § 101.

The Examiner has rejected claims 1-20 under 35 USC § 102(b).

These objections and rejections are fully traversed below.

Applicants have amended the abstract.

Claims 1-20 are pending in the application.

Claims 1, 9, 13-15, 18, and 19 have been amended.

Claim 20 has been canceled.

All amendments are fully supported by the specification and no new matter has been added. Reconsideration of the application is respectfully requested based on the following remarks.

Rejections under 35 USC § 101

Applicants have amended claim 18 to overcome the Examiner's rejection under 35 USC § 101. The Examiner is thereby respectfully requested to withdraw the 35 U.S.C §101 rejection.

Rejections under 35 USC § 102(b)

The Examiner has rejected claims 1-20 under USC § 102(b) as being anticipated by Tannenbaum et al. (U.S. Patent No. 5,252,951; hereinafter "Tannenbaum") which discloses an advanced user interface ("AUI") that recognizes a user's gestures on a touch sensor and converts them into a command. More specifically, col. 17, ll. 57-67 of Tannenbaum states:

> "a gesture is created by the physical motion of a finger or stylus across the touch sensor. The stroke across the touch sensor is collected as a time sequenced set of coordinates usually resembling a shape such as a circle or arrow which are deciphered by a gesture recognition unit. If the stroke is recognized as one of the gestures in the stored library of shapes an action or series of actions will take place. In AUI, the appropriate action is chosen from one of a plurality of interface profiles which match gestures, as well as other input, against corresponding commands. AUI also allows the user to emulate a mouse if he stops at a point for a predetermined period of time. Also, if gesture recognition is not successful, mouse commands are generally generated."

In other words, Tannenbaum teaches using a finger or a stylus to draw shapes (i.e. patterns) across a touch pad, the shapes (i.e. patterns) being interpreted as gestures. If the shape (i.e. pattern) drawn is recognized as one of the gestures in the library, an action (or series of actions) corresponding to the gesture may be executed.

In contrast, claim 1 of the present invention recites the limitation "generating a touch signal with a signet, the touch signal representing a particular signet pattern, wherein the particular signet pattern is the shape of the signet itself or a pattern formed on the signet". Examples of signets are illustrated in Figs. 7A-F (included below for the benefit of the Examiner). As shown, it is clear that signets are physical objects. For example, a signet may be a ring, a tag, a token, or a stamp. See appl., page 6, ll. 25-28. A signet pattern is then typically created by pressing the signet against the substantially planar touch screen, thereby forming a pattern that is created by raised or recessed portions of the signet. See. appl., page 6, ll. 28-33. This signet pattern may then be compared with stored signet patterns and if a match exists, an action associated with the signet pattern may be performed.

FIG. 7A

FIG. 7B

FIG. 7C

FIG. 7D

FIG. 7E

FIG. 7F

FIG. 7G
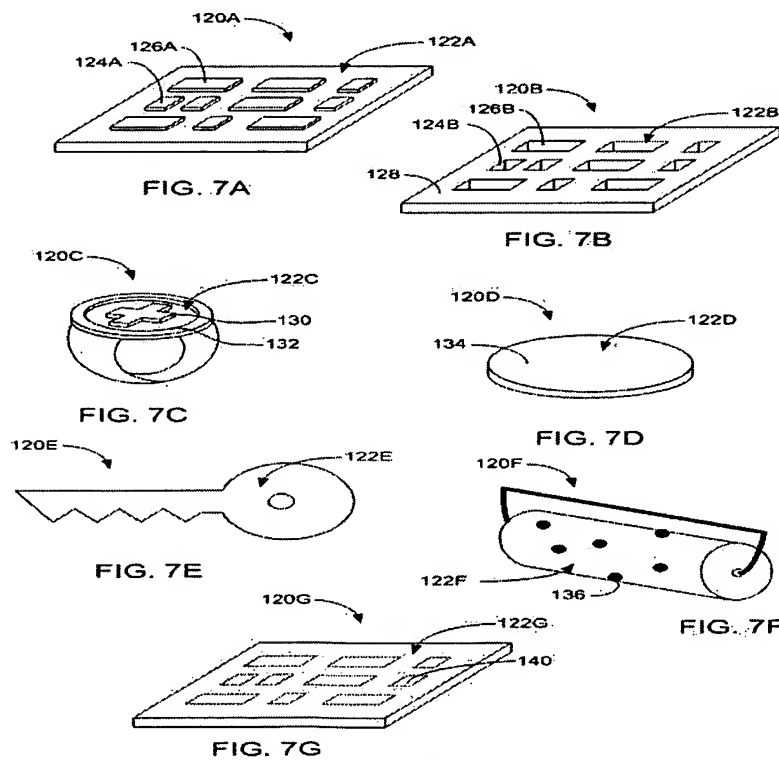
Applicants respectfully point out that Tannenbaum does not disclose or remotely suggest "generating a touch signal with a signet, the touch signal representing a particular signet pattern, wherein the particular signet pattern is the shape of the signet itself or a pattern formed on the signet." Instead, Tannenbaum teaches using a stylus or a finger to draw a pattern or shape on the touch screen. *Using a stylus or a finger to draw a pattern is not the same as placing a signet on a touch screen to generate a pattern.* While Tannenbaum requires the user to generate the pattern himself through the use of gestures on the touch screen, this invention generates the pattern automatically from a physical object placed on the touch screen. Moreover, the pattern in the present invention is generated by the shape of the object or a pattern formed by the object touching the touch pad. It can be inferred that the pattern is dependent on the physical attributes of the object. This is completely different from the pattern in Tannenbaum that is created not by the physical attributes of the object touching the touch pad, but by the user's gestures. Claim 1 has been amended to further distinguish itself from the cited references.

Therefore, it is submitted that claim 1, as amended, is not anticipated by the cited reference and the Examiner is respectfully requested to withdraw his rejection of claim 1. It follows that dependent claims 2-7, which depend either directly or indirectly from claim 1, are also submitted to be patentable over the cited reference for at least the reasons stated for claim 1.

Independent claims 8, 14, 18, and 19 all include the limitation of <u>placing a signet on the touch screen</u>. By placing the signet on the touch screen, the system may access data associated with the signet. This data may be a signet pattern, signet data, or a touch signal. In contrast, Tannenbaum teaches drawing shapes on the touch screen. *Placing a signet on a touch sensitive device is not the same as drawing shapes across the device.* Therefore, it is submitted that claims 8, 14, 18, and 19, as amended, are not anticipated by the cited reference and the Examiner is respectfully requested to withdraw his rejections. It follows that dependent claims 9-13 and 15-17 are allowable for at least the same reasons stated.

SUMMARY

Applicants believe that all pending claims are allowable and respectfully request a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,

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